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**PALM INTRANET****Inventor Name Search Result**

Your Search was:

Last Name = MOFFITT

First Name = STEPHEN

Application#	Patent#	Status	Date Filed	Title	Inventor Name
10715882	Not Issued	71	11/18/2003	Method and apparatus for processing primitive data for potential display on a display device	MOFFITT, STEPHEN
10716186	6900818	150	11/18/2003	PRIMITIVE CULLING APPARATUS AND METHOD	MOFFITT, STEPHEN
29026467	D364017	150	07/28/1994	PAINT BUCKET FOR A MINI ROLLER	MOFFITT, STEPHEN P.

Inventor Search Completed: No Records to Display.

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PALM INTRANET

Inventor Name Search Result

Your Search was:

Last Name = GOH

First Name = ENG

Application#	Patent#	Status	Date Filed	Title	Inventor Name
09486217	Not Issued	161	05/25/2000	BULK CONVEYING SYSTEM AND METHOD OF CONTROLLING A BULK CONVEYING SYSTEM	GOH, ENG HOCK
10480575	Not Issued	30	12/12/2003	Containerised handling of bulk materials and apparatus therefor	GOH, ENG HOCK
09718109	Not Issued	161	11/20/2000	Attaching electronic devices to a substrate	GOH, ENG HUAT
09718110	Not Issued	161	11/20/2000	Orientation independent electronic devices and circuit boards incorporating same	GOH, ENG HUAT
10322308	Not Issued	71	12/17/2002	Method and apparatus for reducing electrical interconnection fatigue	GOH, ENG HUAT
10902446	Not Issued	30	07/28/2004	Interconnects with interlocks	GOH, ENG HUAT
08522953	5678015	150	09/01/1995	FOUR-DIMENSIONAL GRAPHICAL USER INTERFACE	GOH, ENG L.
10715882	Not Issued	71	11/18/2003	Method and apparatus for processing primitive data for potential display on a display device	GOH, ENG LIM
10716186	6900818	150	11/18/2003	PRIMITIVE CULLING APPARATUS AND METHOD	GOH, ENG LIM
11049111	Not Issued	20	02/02/2005	System and method for providing dynamic compression control of a graphics session	GOH, ENG LIM
60541649	Not Issued	159	02/02/2004	System and method for providing dynamic compression control of a graphics session	GOH, ENG LIM
11047040	Not Issued	30	01/31/2005	Input tray media de-slouch system	GOH, ENG LONG

<u>11402424</u>	Not Issued	20	04/12/2006	Booklet maker	GOH, ENG LONG
<u>29215526</u>	Not Issued	30	10/20/2004	Printer accessory	GOH, ENG LONG
<u>29219872</u>	Not Issued	30	12/22/2004	Printer accessory	GOH, ENG LONG
<u>09486217</u>	Not Issued	161	05/25/2000	BULK CONVEYING SYSTEM AND METHOD OF CONTROLLING A BULK CONVEYING SYSTEM	GOH, ENG SOON
<u>10480575</u>	Not Issued	30	12/12/2003	Containerised handling of bulk materials and apparatus therefor	GOH, ENG SOON
<u>11042254</u>	Not Issued	30	01/25/2005	Accessory	GOH, ENG-LONG
<u>11294832</u>	Not Issued	20	12/06/2005	Method and apparatus for finishing sheets for a bound document	GOH, ENG-LONG
<u>29168765</u>	<u>D483059</u>	150	10/07/2002	COMBINED MEDIA HANDLING AND MATERIAL APPLICATOR PRINTER	GOH, ENG-LONG

Inventor Search Completed: No Records to Display.

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1 [GPGPU: general purpose computation on graphics hardware](#)



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

 August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

 Full text available: [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

2 [Real-time shading](#)



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

 August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

 Full text available: [pdf\(7.39 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

3 [Real-time volume graphics](#)



Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

 August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(7.63 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

4 [Point-based computer graphics](#)



Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(8.94 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#)

This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

5 [Level set and PDE methods for computer graphics](#)



David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(17.07 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

6 [Collision detection and proximity queries](#)



Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(11.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

7 [Special issue: AI in engineering](#)



D. Sriram, R. Joobbani

April 1985 **ACM SIGART Bulletin**, Issue 92

Publisher: ACM Press

Full text available:  [pdf\(8.79 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

8 The elements of nature: interactive and realistic techniques



Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(17.65 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

9 Crowd and group animation



Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(20.19 MB\)](#) Additional Information: [full citation](#), [abstract](#)

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

10 HLODs for faster display of large static and dynamic environments



Carl Erikson, Dinesh Manocha, William V. Baxter
March 2001 **Proceedings of the 2001 symposium on Interactive 3D graphics**

Publisher: ACM Press

Full text available: [pdf\(2.80 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: CAD, graphics systems, interactive display, level-of-detail algorithms, spatial data structures

11 Shape-based retrieval and analysis of 3D models



Thomas Funkhouser, Michael Kazhdan
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(12.56 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find the

interesting ones and discover relationships between them. Unfortunately, traditional text-based search techniques are not always effective for 3D models, especially when queries are geometric in nature (e.g., find me objects that fit into thi ...

12 Geographic Data Processing



George Nagy, Sharad Wagle

June 1979 **ACM Computing Surveys (CSUR)**, Volume 11 Issue 2

Publisher: ACM Press

Full text available: [pdf\(4.20 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

13 Delay streams for graphics hardware



Timo Aila, Ville Miettinen, Petri Nordlund

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available: [pdf\(1.67 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In causal processes decisions do not depend on future data. Many well-known problems, such as occlusion culling, order-independent transparency and edge antialiasing cannot be properly solved using the traditional causal rendering architectures, because future data may change the interpretation of current events. We propose adding a *delay stream* between the vertex and pixel processing units. While a triangle resides in the delay stream, subsequent triangles generate occlusion information. ...

Keywords: 3D graphics hardware, antialiasing, occlusion culling, order-independent transparency, stream processing

14 Unstructured grids: Hardware-based view-independent cell projection

Manfred Weiler, Martin Kraus, Thomas Ertl

October 2002 **Proceedings of the 2002 IEEE symposium on Volume visualization and graphics**

Publisher: IEEE Press

Full text available: [pdf\(1.16 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present the first, view-independent cell projection algorithm for off-the-shelf programmable graphics hardware. Our implementation performs all computations for the projection and scan conversion of a set of tetrahedra on the graphics hardware and is therefore compatible with many of the hardware-accelerated optimizations for polygonal graphics, e.g. OpenGL vertex arrays and display lists. Apart from our actual implementation, we discuss potential improvements on future, more flexible graphic ...

Keywords: cell projection, pixel shading, programmable graphics hardware, ray tracing, tetrahedral meshes, unstructured meshes, volume rendering, volume visualization

15 Rendering: A quadrilateral rendering primitive



Kai Hormann, Marco Tarini

August 2004 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware**

Publisher: ACM Press

Full text available: [pdf\(12.22 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The only surface primitives that are supported by common graphics hardware are triangles and more complex shapes have to be triangulated before being sent to the

rasterizer. Even quadrilaterals, which are frequently used in many applications, are rendered as a pair of triangles after splitting them along either diagonal. This creates an undesirable C^1 -discontinuity that is visible in the shading or texture signal. We propose a new method that overcomes this drawback and is designed t ...

16 Real-time rendering: Hardware-determined feature edges



Morgan McGuire, John F. Hughes

June 2004 **Proceedings of the 3rd international symposium on Non-photorealistic animation and rendering**

Publisher: ACM Press

Full text available: [pdf\(543.94 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Algorithms that detect silhouettes, creases, and other edge based features often perform per-edge and per-face mesh computations using global adjacency information. These are unsuitable for hardware-pipeline implementation, where programmability is at the vertex and pixel level and only local information is available. Card and Mitchell and Gooch have suggested that adjacency information could be packed into a vertex data structure; we describe the details of converting global/per-edge computatio ...

Keywords: GPU, NPR, contour, shadow volume, silhouette

17 Surfels: surface elements as rendering primitives



Hanspeter Pfister, Matthias Zwicker, Jeroen van Baar, Markus Gross

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: [pdf\(500.97 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Surface elements (surfels) are a powerful paradigm to efficiently render complex geometric objects at interactive frame rates. Unlike classical surface discretizations, i.e., triangles or quadrilateral meshes, surfels are point primitives without explicit connectivity. Surfel attributes comprise depth, texture color, normal, and others. As a pre-process, an octree-based surfel representation of a geometric object is computed. During sampling, surfel positions and normals are optionally pert ...

Keywords: rendering systems, texture mapping

18 Simplifying complex environments using incremental textured depth meshes



Andrew Wilson, Dinesh Manocha

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available: [pdf\(3.84 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present an incremental algorithm to compute image-based simplifications of a large environment. We use an optimization-based approach to generate samples based on scene visibility, and from each viewpoint create textured depth meshes (TDMs) using sampled range panoramas of the environment. The optimization function minimizes artifacts such as skins and cracks in the reconstruction. We also present an encoding scheme for multiple TDMs that exploits spatial coherence among different viewpoints. ...

Keywords: interactive display, simplification, spatial encoding, textured depth meshes, walkthrough

19 Intersecting solids on a massively parallel processor



Michael Karasick, David Strip

January 1995 **ACM Transactions on Graphics (TOG)**, Volume 14 Issue 1

Publisher: ACM Press

Full text available: [pdf\(2.36 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Solid modeling underlies many technologies that are key to modern manufacturing. These range from CAD systems to robot simulators, from finite-element analysis to integrated circuit process modeling. The accuracy, and hence the utility, of these models is often constrained by the amount of computer time required to perform the desired operations. In this paper we present, in detail, an efficient algorithm for parallel intersections of solids using the Connection Machine, a massively parallel ...

Keywords: CAGD, grid data, hierarchical descriptions, spline surfaces, tensor product

20 Real-time rendering: Rendering of virtual environments based on polygonal & point-based models



Wenting Zheng, Hanqiu Sun, Hujun Bao, Qunsheng Peng

November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology**

Publisher: ACM Press

Full text available: [pdf\(336.80 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Real-time rendering for large-scale, complex dynamic virtual scenes is a challenging problem in computer graphics. In this paper, we propose a hybrid rendering algorithm of dynamic virtual environments that seamlessly fuses the point-based scheme and polygon-based scheme. In our algorithm, the scene is organized into a BSP-tree. Objects in the leaf-nodes of the BSP tree are further subdivided into a quad-tree hierarchy, which contains both the sample points and polygon rendering information at e ...

Keywords: BSP tree, dynamic virtual environments, hierarchical occlusion map (HOM), point-based rendering

Results 1 - 20 of 200

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